IN THE CLAIMS

This listing of claims replaces all prior versions and listings of the claims in the above-referenced application.

1.   (currently amended) A gaming method comprising:

selecting a combination of symbols in a matrix of M rows and N columns, selected symbols including at least one special symbol and other symbols; and

converting at least one of said other symbols to at least one different symbol, different from said special symbol, due to said at least one special symbol being selected for said matrix,

wherein said converting comprises changing any symbols on a pay line to the left of said special symbol, on the same pay line, to a leftmost symbol on said pay line or converting any symbols on said pay line to the right of said special symbol, on the same pay line, to a rightmost symbol on said pay line.

2.   (original) The method of Claim 1 further comprising displaying said matrix.

3.   (original) The method of Claim 2 further comprising converting displayed symbols in said matrix to different symbols due to said at least one special symbol being selected for said matrix.

4.   (original) The method of Claim 1 wherein said selecting comprises operating a pseudo random number generator to identify symbols for said matrix.

5.   (original) The method of Claim 1 further comprising providing an award for certain combinations of symbols across one or more pay lines.

6.   (original) The method of Claim 1 where M equals 3 and N equals 5.

7.   (original) The method of Claim 1 wherein said at least one special symbol is selected for a position in a row and column in said matrix, wherein said converting comprises converting symbols to the left of said special symbol in said row to

another symbol.

8.   (original) The method of Claim 7 wherein said converting comprises converting said symbols to the left of said special symbol to a symbol in the leftmost position of said row.

9.   (original) The method of Claim 1 wherein said at least one special symbol is selected for a position in a row and column in said matrix, wherein said converting comprises converting symbols to the right of said special symbol in said row to another symbol.

10.   (original) The method of Claim 9 wherein said converting comprises converting said symbols to the right of said special symbol to a symbol in the rightmost position of said row.

11.   (currently amended) A gaming method comprising:

selecting a combination of symbols in a matrix of M rows and N columns, selected symbols including at least one special symbol and other symbols; and

converting at least one of said other symbols to at least one different symbol due to said at least one special symbol being selected for said matrix, wherein said special symbol is selected for a position in a row and column in said matrix, and wherein said converting comprises converting all symbols adjoining said special symbol on multiple pay lines to special symbols identical to said special symbol.

12.   (original) The method of Claim 1 wherein said special symbol is selected for a position in a row and column in said matrix, and wherein said converting comprises converting symbols in certain positions in said matrix to other symbols.

13.   (original) The method of Claim 1 wherein said converting comprises converting a visual image of initially selected symbols to a converted symbol.

14.   (original) The method of Claim 1 wherein said special symbol is a wild card

which represents a symbol of a highest value across a pay line.

15.   (original) The method of Claim 1 further comprising determining, after said converting, whether symbols in said matrix include a winning combination of symbols by determining symbols across at least one pay line.

16.   (previously presented) The method of Claim 11 wherein said multiple pay lines comprises horizontal pay lines.

17.   (previously presented) The method of Claim 16 wherein said multiple pay lines further comprise bent pay lines.

18.   (original) The method of Claim 1 wherein said converting comprises randomly selecting certain ones of said other symbols for conversion.

19.   (cancelled)

20.   (previously presented) The method of Claim 1 wherein said converting comprises randomly selecting certain ones of said other symbols for conversion to said different symbol, different from said special symbol.

21.   (original) The method of Claim 1 wherein said converting comprises converting at least one symbol on a pay line to another symbol on said pay line.

22.   (original) The method of Claim 1 wherein said converting comprises converting said at least one special symbol to another symbol selected by a player.

23.   (cancelled)

24.   (currently amended) A gaming device comprising:
            a display device; and
            control circuitry for controlling said display device, said control
    circuitry for controlling said display device to display a combination of

selected symbols in a matrix of M rows and N columns, selected symbols in said matrix including at least one special symbol and other symbols, and for controlling said display device to convert at least one of said other symbols to at least one different symbol, different from said special symbol, due to said at least one special symbol being selected for said matrix,

wherein said control circuitry controls said display device to convert any symbols on a pay line to the left of said special symbol, on the same pay line, to a leftmost symbol on said pay line or convert any symbols on said pay line to the right of said special symbol, on the same pay line, to a rightmost symbol on said pay line.

25.   (original) The device of Claim 24 wherein said control circuitry controls said display device to convert displayed symbols in said matrix to different symbols due to said at least one special symbol being selected for said matrix.

26.   (original) The device of Claim 24 wherein said control circuitry comprises a pseudo random number generator to identify symbols for said matrix.

27.   (original) The device of Claim 24 further comprising a payout device for providing an award for certain combinations of symbols across one or more pay lines.

28.   (original) The device of Claim 24 where M equals 3 and N equals 5.

29.   (original) The device of Claim 24 wherein said at least one special symbol is selected for a position in a row and column in said matrix, wherein said control circuitry controls said display device to convert symbols to the left of said special symbol in said row to another symbol.

30.   (original) The device of Claim 29 wherein said control circuitry controls said display device to convert said symbols to the left of said special symbol to a symbol in the leftmost position of said row.

31. (original) The device of Claim 24 wherein said at least one special symbol is selected for a position in a row and column in said matrix, wherein said control circuitry controls said display device to convert symbols to the right of said special symbol in said row to another symbol.

32. (original) The device of Claim 31 wherein said control circuitry controls said display device to convert said symbols to the right of said special symbol to a symbol in the rightmost position of said row.

33. (currently amended) A gaming device comprising:

a display device; and

control circuitry for controlling said display device, said control circuitry for controlling said display device to display a combination of selected symbols in a matrix of M rows and N columns, selected symbols in said matrix including at least one special symbol and other symbols, and for controlling said display device to convert at least one of said other symbols to at least one different symbol due to said at least one special symbol being selected for said matrix,

wherein said special symbol is selected for a position in a row and column in said matrix, and wherein said control circuitry controls said display device to convert symbols all adjoining said special symbol on multiple pay lines to special symbols identical to said special symbol.

34. (original) The device of Claim 24 wherein said special symbol is selected for a position in a row and column in said matrix, and wherein said control circuitry controls said display device to convert symbols in certain positions in said matrix to other symbols.

35. (original) The device of Claim 24 wherein said special symbol is a wild card which represents a symbol of a highest value across a pay line.

36. (original) The device of Claim 24 further comprising a payout table for determining, after conversion of said symbols, whether symbols in said matrix include a winning combination of symbols across at least one pay line.

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37. (previously presented) The device of Claim 33 wherein said multiple pay lines comprises horizontal pay lines.

38. (previously presented) The device of Claim 37 wherein said multiple pay lines further comprise bent pay lines.

39. (original) The device of Claim 24 wherein said control circuitry comprises a pseudo-random number generator for randomly selecting certain ones of said other symbols for conversion.

40. (cancelled)

41. (previously presented) The device of Claim 24 wherein said control circuitry comprises a pseudo-random number generator for randomly selecting certain ones of said other symbols for conversion to said different symbol, different from said special symbol.

42. (original) The device of Claim 24 wherein said control circuitry controls said display device to convert at least one symbol on a pay line to another symbol on said pay line.

43. (original) The device of Claim 24 wherein said control circuitry controls said display device to convert at least one special symbol to another symbol selected by a player.

44. (cancelled)

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